SERVICE TIPS

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TAITO®

- [ ] MANDATORY
- [ ] ON FAILURE ONLY
- [x] FOR YOUR INFORMATION

81-16

ATTN: SERVICE MANAGERS

GAME: "QIX"

SUBJECT: LOCATION PROGRAMMING FRAME

SOLUTION: NONE

PARTS NEEDED: NONE

DISPOSITION OF OLD PARTS: NONE

PROCEDURE: OPEN THE COIN DOOR AND PULL THE BOTTOM INTERLOCK SWITCH OUT (LEAVE THE TOP INTERLOCK SWITCH ALONE). PUSH THE SELF TEST SWITCH TOWARD "ADVANCE TEST". THE "LOCATION PROGRAMMING" FRAME SHOULD BE ON THE DISPLAY. THE FIRST LINE SHOULD BE GREEN. IN ORDER TO CHANGE A LINE'S NUMBER, YOU WILL HAVE TO PRESS THE TEST SWITCH TOWARD ADVANCE SUB TEST UNTIL THE LINE YOUR WANT TO CHANGE IS GREEN. IN ORDER TO CHANGE THE NUMBER ITSELF, PRESS THE SET SWITCH (SEE FIGURE 1) TOWARD UP OR DOWN DEPENDING IF YOU WANT A HIGHER NUMBER OR A LOWER NUMBER.

THE FIRST LINE IS BACK UP HSTD [0000]. THIS LINE IS FOR THE HIGH SCORE TO DATE. WHEN YOU RESET THE HIGH SCORE TO DATE, YOU WILL SET ALL LINES TO THIS VALUE.

THE NEXT LINE IS FOR MAXIMUM CREDITS. WHEN THE NUMBER OF CREDITS GOES OVER THIS NUMBER, THE COIN LOCKOUT COILS WILL BE DE ENERGIZED SO NO MORE COINS ARE ACCEPTED.

THE NEXT LINE IS THE NUMBER OF TURNS. THIS IS THE NUMBER OF MARKERS GIVEN IN THE GAME.

THE NEXT LINE IS FOR THE TIME LINE. THE TIME LINE IS THE RED LINE ABOVE THE PLAYING FIELD. WHEN THE TIME LINE IS EXHAUSTED, 2 MORE SPARX GO ALONG THE BORDER WHEN THE TIME LINE IS EXHAUSTED AGAIN, THEY TURN BLUE AND WILL CHASE AFTER THE MARKER WHILE IT IS DRAWING. THIS LINE IS FOR HOW MANY SECONDS IT WILL TAKE TO EXHAUST THE TIME LINE.

THE NEXT 4 LINES ARE FOR DIFFICULTY FOR THE FOUR DIFFERENT FRAMES, DIFFICULTY FOR THE FIRST FRAME. THIS WILL ONLY AFFECT THE "QIX" ITSELF. FRAME 1, THE "QIX" IS MORE OR LESS AT A RANDOM PATTERN. FRAME 2, THE "QIX" WILL BE MORE AGGRESSIVE. FRAME 3, THERE IS 2 "QIX" AT A RANDOM PATTERN. FRAME 4, HAS 2 "QIX" IN AN AGGRESSIVE PATTERN. THE NUMBER AT THE END OF EACH DIFFICULTY LINE SHOULD BE BETWEEN 0 AND 3. THE HIGHER THE NUMBER, THE MORE AGGRESSIVE THE "QIX" BECOMES (THE MORE THE "QIX" WILL LOOK AT WHERE THE MARKER IS AT IN THE PLAYFIELD).

THE NEXT LINE IS FOR ATTRACT SOUND. IF THIS LINE IS SET TO 0 THERE WILL BE NO SOUND DURING THE ATTRACT MODE.

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ON SOME GAMES YOU WILL HAVE ANOTHER LINE, IT WOULD SAY TABLE MODE. FOR AN UPRIGHT IT WOULD BE SET TO 0, AND FOR THE COCKTAIL TABLE IT WOULD BE SET AT 1.

THE BOTTOM LINE IS TO BE ABLE TO RESET THIS FRAME TO FACTORY SETTINGS.

THIS "LOCATION PROGRAMMING" FRAME IS VERY GOOD FOR TOURNAMENTS AFTER THE TOURNAMENT YOU CAN USE THE FACTORY RESET FOR YOUR NORMAL PLAY OR HOWEVER YOU WANT TO PUT THE SETTINGS.

Advance Test/Sub-Test
Test Switches

Up/Down Set Switch

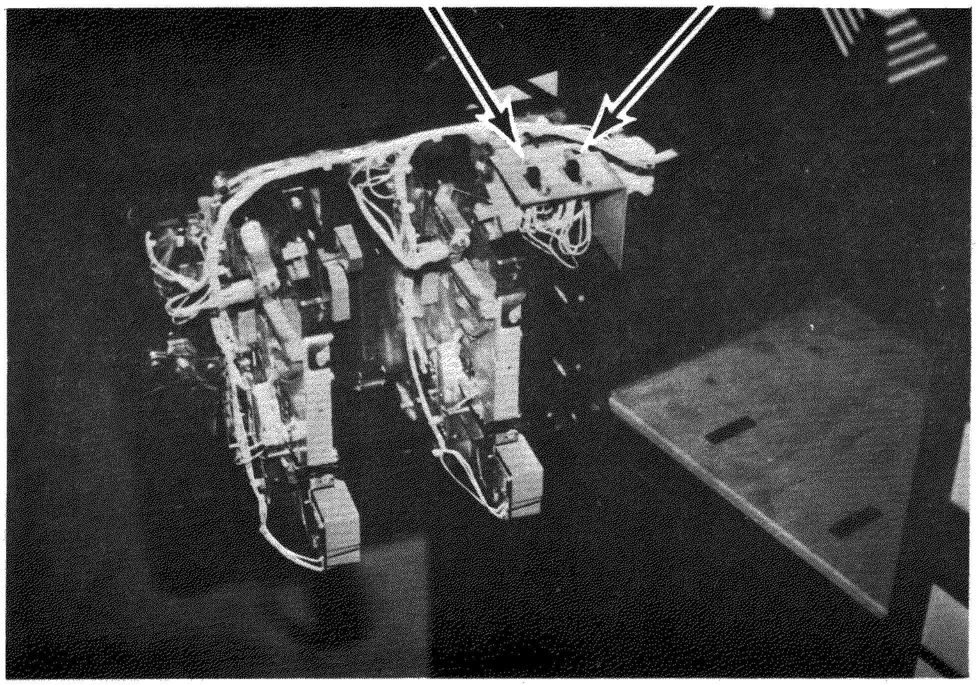


FIGURE 1